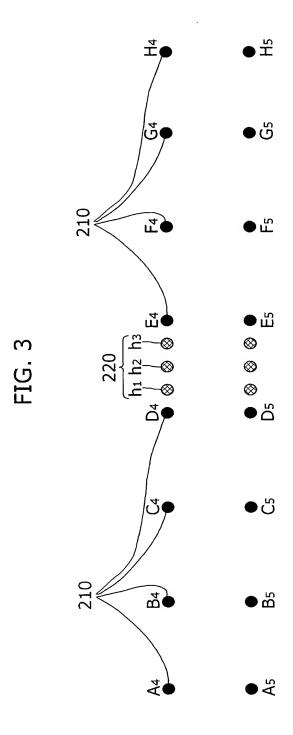
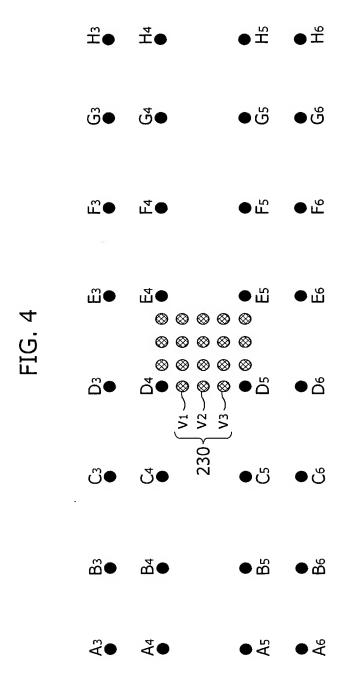
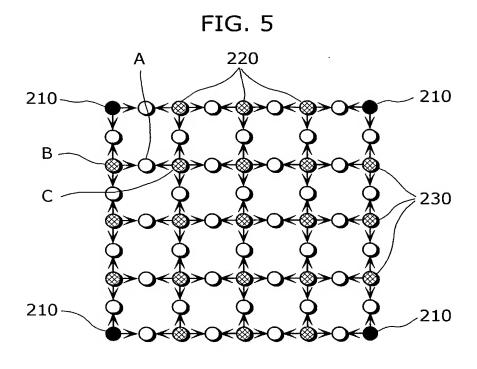


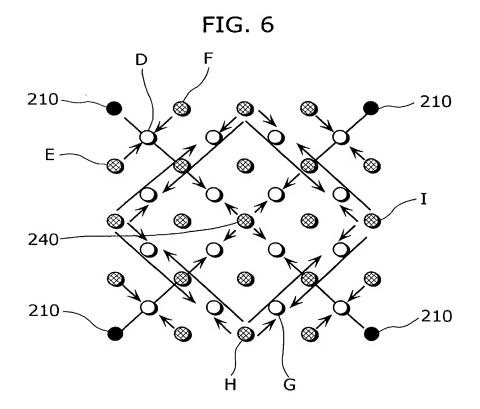
FIG. 2

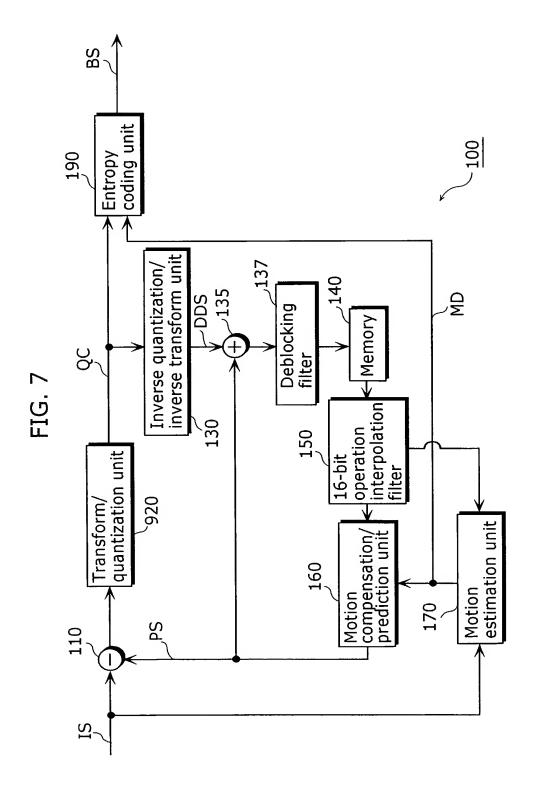
| 0 | C |) | | | | | | | | | | × |
|---|---|------------------------------|------------------|--------|-------------|--------|--------|-------------|--------|--------------------|---|-----------------------------|
| | - | B(0,0) | B(1,0) | B(2,0) | B(3,0) | B(4,0) | B(5,0) | B(6,0) | B(7,0) | 1 1 1 | В | (x _{max} -1 ,0) |
| | | B(0,1) | B(1,1) | B(2,1) | B(3,1) | B(4,1) | B(5,1) | B(6,1) | B(7,1) | ; - ; ; ; | | |
| | | B(0,2) | B(1,2) | B(2,2) | B(3,1) | B(4,2) | B(5,2) | B(6,2) | B(7,2) | 1 1 1 1 | · | |
| | | B(0,3) | B(1,3) | B(2,3) | B(3,2) | B(4,3) | B(5,3) | B(6,3) | B(7,3) | | | |
| | | B(0,4) | B(1,4) | B(2,4) | B(3,3) | B(4,4) | B(5,4) | B(6,4) | B(7,4) | 1 1 1 | | |
| | | B(0,5) | B(1,5) | B(2,5) | B(3,4) | B(4,5) | B(5,5) | B(6,5) | B(7,5) | | | |
| | | B(0,6) | B(1,6) | B(2,6) | B(3,6) | B(4,6) | B(5,6) | B(6,6) | B(7,6) | | | |
| | 1 | | ! ! ! | | 1 1 1 | | | ; ; ; | | 1 | | |
| | 1 | | | | | 1 | 1 | i | | r | | |
| | 1 | : 1 | : : : : | _ | | | | | | | | (x _{min} 1 |
| У | , | Β(0, γ _{max} -1) | i - | | | | | | | | | max ⁻¹) |











Calculate 1/4 sub-pixel value in horizontal direction

Round 1/4 sub-pixel value

Calculate 1/4 sub-pixel value in vertical direction

S104

Round 1/4 sub-pixel value

S106

Round 1/4 sub-pixel value

S108

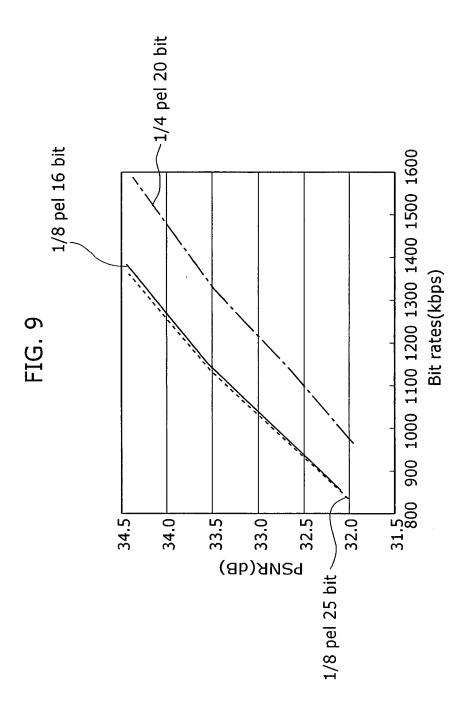
Calculate 1/8 sub-pixel value

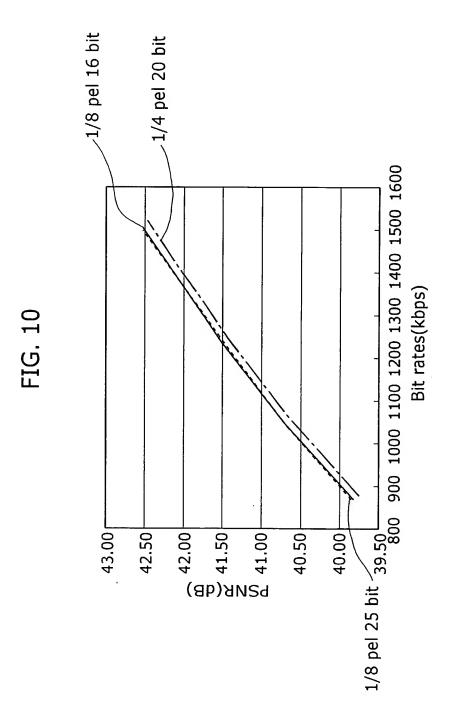
S108

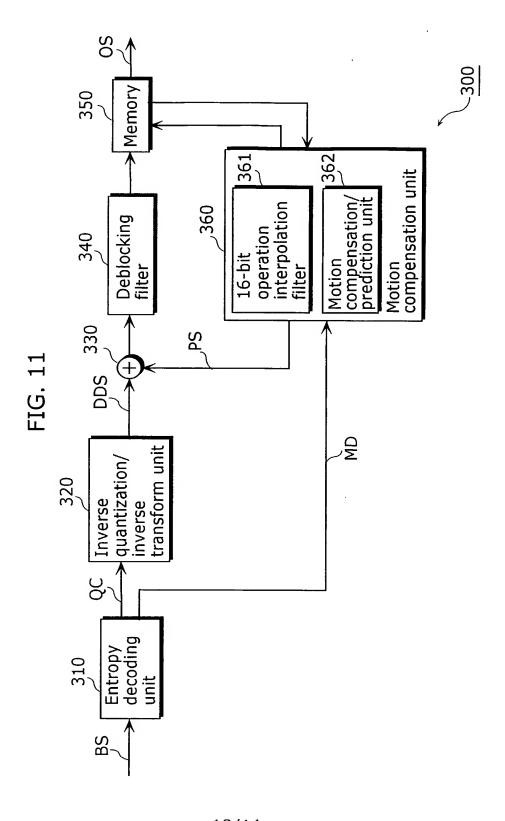
Perform motion compensation

FIG. 8

End







.

FIG. 12

| Ph-1,v-2 O | • | 0 | • | • | • |
|---------------|---|-------------|----------------------|----------|----------------------|
| 0 | • | 0 | O | 0 | • |
| • | • | Ph,v | ,ij Ph+1,∨ • ○ | • | • |
| o | • | O Ph,v+1 | O Ph+1,v | O | 0 |
| • | • | 0 | • | • | • |
| • | • | O | • | • | O Ph+3,v+3 |